

New Technological Demands

The articles in this section sample a range of task requirements, from turning a knob to the complex motor activities involved in typing. The common objective in these studies is to find ways to make tasks fit the abilities and prior learning that humans bring to them.

Donegan and Koppes introduce three articles on perceptual and motor factors affecting the design of equipment used by craftspeople who install and maintain telephone equipment. These articles deal with knob characteristics (Kohl), cable splicing techniques (Paul), and the perceptual problem of locating corresponding terminals in two high-density connector fields that are mirror images of one another (Flamm). Finally, Cohen describes a study comparing the perceptual motor effects of typing with membrane keys, which move little when pushed, with conventional travel keys.

No fundamentally new human factors issue is addressed in the articles appearing in this section. They collectively illustrate that old questions will need new answers whenever the human/system interface changes.

